
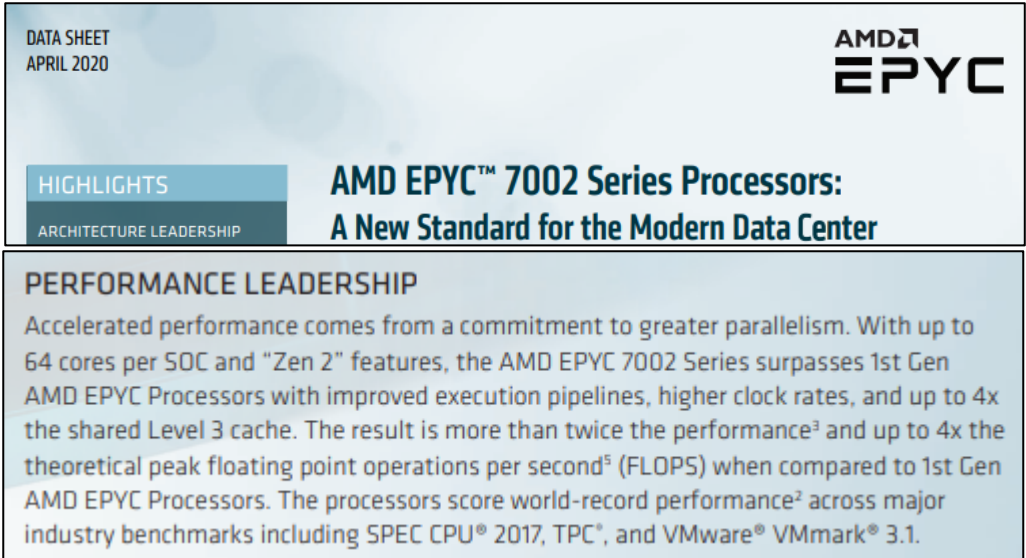



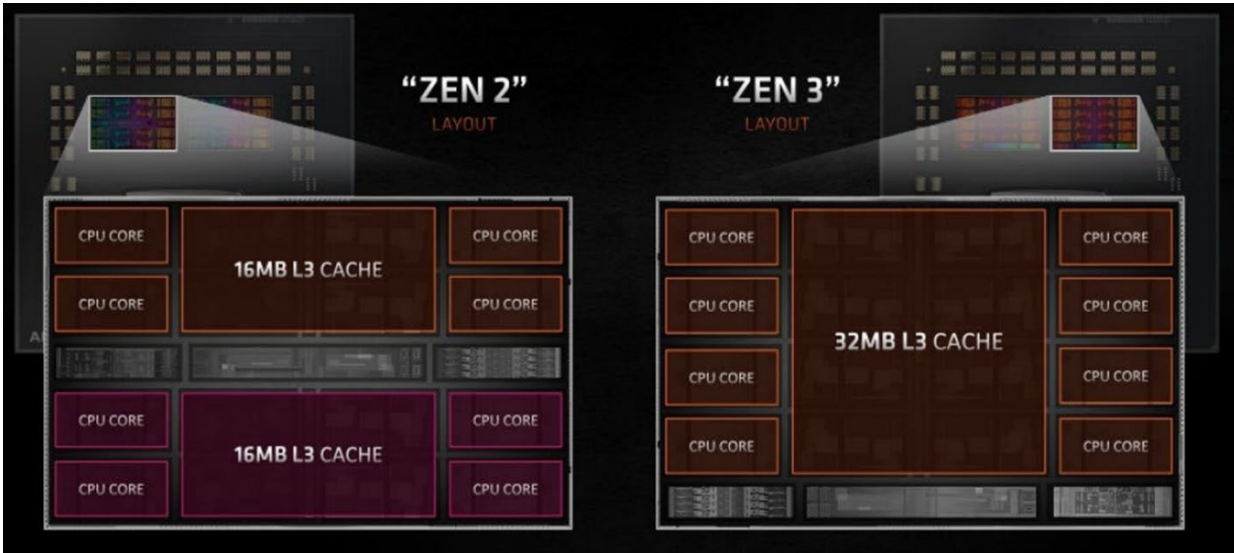
EXHIBIT 8

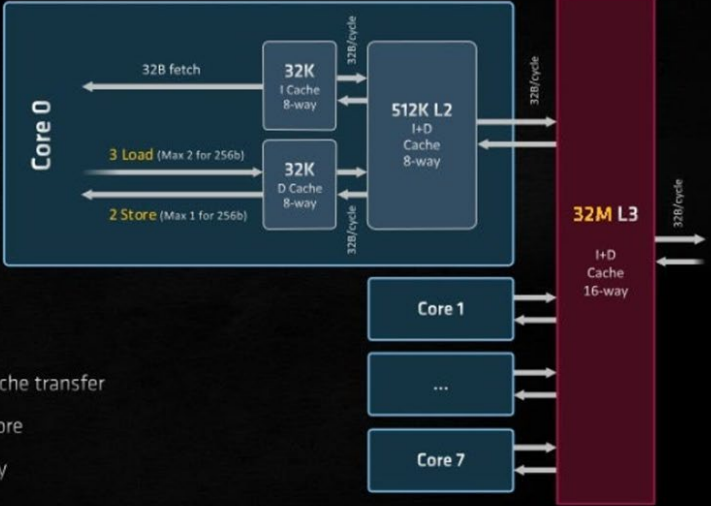
Exhibit 8: U.S. Patent No. 6,823,409

Claim 10	Identification
<p>10[pre]. A coherency control module configured to control access to cache memory in a computer system, the coherency control module comprising:</p>	<p>To the extent the preamble is limiting, SAP provides a coherency control module configured to control access to cache memory in a computer system. For example, <i>see</i>:</p>  <p>Source: https://www.youtube.com/watch?v=ECHhuvuiNzs (Nov. 8, 2021)</p>

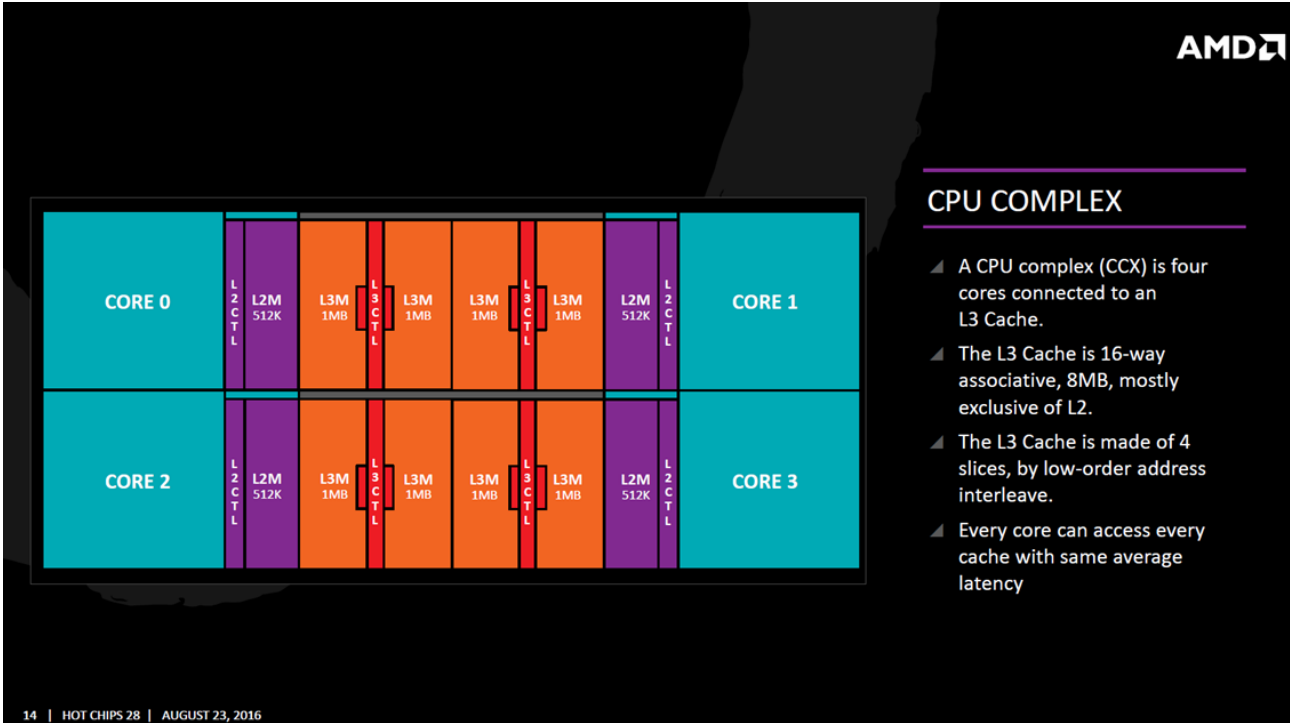
Claim 10	Identification
	<div data-bbox="772 272 1707 321" style="border: 1px solid black; padding: 5px;"> <p>AMD EPYC CPUs Now Power SAP Applications Hosted on Google Cloud</p> </div> <div data-bbox="783 337 1696 589" style="border: 1px solid black; padding: 5px;"> <p>SANTA CLARA, Calif., July 11, 2023 (GLOBE NEWSWIRE) -- Today, AMD (NASDAQ: AMD) announced that SAP has chosen AMD EPYC™ processor-powered Google Cloud N2D virtual machines (VMs) to run its cloud ERP delivery operations for RISE with SAP; further increasing adoption of AMD EPYC for cloud-based workloads. As enterprises look toward digital modernization, many are adopting cloud-first architectures to complement their on-premises data centers. AMD, Google Cloud and SAP can help customers achieve their most stringent performance goals while delivering on energy efficiency, scalability and resource utilization needs.</p> </div> <div data-bbox="783 605 1696 768" style="border: 1px solid black; padding: 5px;"> <p>“As part of our RISE with SAP initiative, we have made a strategic decision to add AMD EPYC processor powered N2D instances in Google Cloud to run mission critical workloads for our enterprise cloud customers.” said Lalit Patil, CTO, SAP Enterprise Cloud Services, SAP SE. “Our engineering collaboration with AMD and Google Cloud can result in an increase in performance and performance-per-dollar over comparable instances.”</p> </div> <p>Source: https://www.amd.com/en/newsroom/press-releases/2023-7-11-amd-epyc-cpus-now-power-sap-applications-hosted-on.html</p> <div data-bbox="688 898 1791 1141" style="border: 1px solid black; padding: 5px;"> <p>— What is the difference between SAP S/4HANA Cloud, private edition and RISE with SAP?</p> <p>SAP S/4HANA Cloud, private edition is the cloud ERP at the heart of RISE with SAP. RISE with SAP bundles software that includes the cloud ERP, process intelligence and execution, advanced office of the CFO features, and more, along with a complete cloud infrastructure and migration services.</p> </div> <p>Source: https://www.sap.com/africa/products/erp/rise.html</p>

Claim 10	Identification
	<div data-bbox="730 267 1749 821">  <p>DATA SHEET APRIL 2020</p> <p>AMD EPYC</p> <p>HIGHLIGHTS ARCHITECTURE LEADERSHIP</p> <p>AMD EPYC™ 7002 Series Processors: A New Standard for the Modern Data Center</p> <p>PERFORMANCE LEADERSHIP</p> <p>Accelerated performance comes from a commitment to greater parallelism. With up to 64 cores per SOC and “Zen 2” features, the AMD EPYC 7002 Series surpasses 1st Gen AMD EPYC Processors with improved execution pipelines, higher clock rates, and up to 4x the shared Level 3 cache. The result is more than twice the performance³ and up to 4x the theoretical peak floating point operations per second⁵ (FLOPS) when compared to 1st Gen AMD EPYC Processors. The processors score world-record performance² across major industry benchmarks including SPEC CPU® 2017, TPC®, and VMware® VMmark® 3.1.</p> </div> <p>Source: https://www.amd.com/system/files/documents/AMD-EPYC-7002-Series-Datasheet.pdf; see also https://www.amd.com/en/processors/epyc-7002-series.</p> <div data-bbox="760 937 1713 1333">  <p>AMD EPYC</p> <p>DATA CENTER SOLUTIONS DATA SHEET</p> <p>TECHNICAL INFO</p> <p>AMD EPYC™ 7003 SERIES PROCESSORS</p> <p>HIGH PERFORMANCE AND EFFICIENCY FOR MAINSTREAM COMPUTING NEEDS</p> <p><i>Workhorse data center portfolio:</i> AMD EPYC 7003 Series processors have set a standard for performance and efficiency for a generation of mainstream servers with the combination of powerful “Zen 3” cores, scalability from 8 to 64 cores per processors, up to 8 channels of fast, inexpensive DDR4 memory and up to 128 lanes of high-throughput PCIe Gen 4 I/O. With strong performance across the portfolio and attractive pricing, you can cost-effectively extend the value of your IT infrastructure investment by choosing 3rd Gen AMD EPYC processors.</p> </div> <p>Source: https://www.amd.com/system/files/documents/amd-epyc-7003-series-datasheet.pdf; see also https://www.amd.com/en/processors/epyc-7003-series.</p>

Claim 10	Identification
	 <p>The diagram illustrates the internal architecture of Zen 2 and Zen 3 processors. On the left, the 'ZEN 2' layout shows two identical processing units. Each unit consists of a central 16MB L3 cache (highlighted in purple) flanked by four CPU cores (orange boxes). On the right, the 'ZEN 3' layout shows a single, larger processing unit with a central 32MB L3 cache (highlighted in purple) flanked by eight CPU cores (orange boxes). The background features a dark blue grid with technical specifications and a glowing light effect behind the processor blocks.</p> <p>Source: https://web.archive.org/web/20220903163656/https://www.slideshare.net/slideshow/embed_code/key/6g7kfAYmt73ofd; see also https://web.archive.org/web/20220903163610/https://www.amd.com/en/technologies/zen-core-3.</p>

Claim 10	Identification
	<div data-bbox="604 264 1875 943"> <h2 style="margin: 0;">“ZEN 3” CACHE HIERARCHY (8-CORE)</h2> <ul style="list-style-type: none"> ➤ Fast private 512K L2 cache ➤ High bandwidth enables prefetch improvements ➤ L3 is filled from L2 victims (i.e. mostly exclusive) ➤ L2 tags duplicated in L3 for probe filtering and fast cache transfer ➤ 64 outstanding misses supported from L2 to L3 per core ➤ 192 outstanding misses supported from L3 to memory ➤ L3 shared among all 8 cores in the complex  <p style="font-size: small; margin-top: 10px;">20 WHERE GAMING BEGINS. AMD RYZEN AMD CONFIDENTIAL</p> <p style="text-align: right; font-weight: bold; margin-top: 0;">AMD</p> </div> <p style="margin-top: 10px;">Source: https://web.archive.org/web/20220903163656/https://www.slideshare.net/slideshow/embed_code/key/6g7kfAYmt73ofd; see also https://web.archive.org/web/20220903163610/https://www.amd.com/en/technologies/zen-core-3.</p>

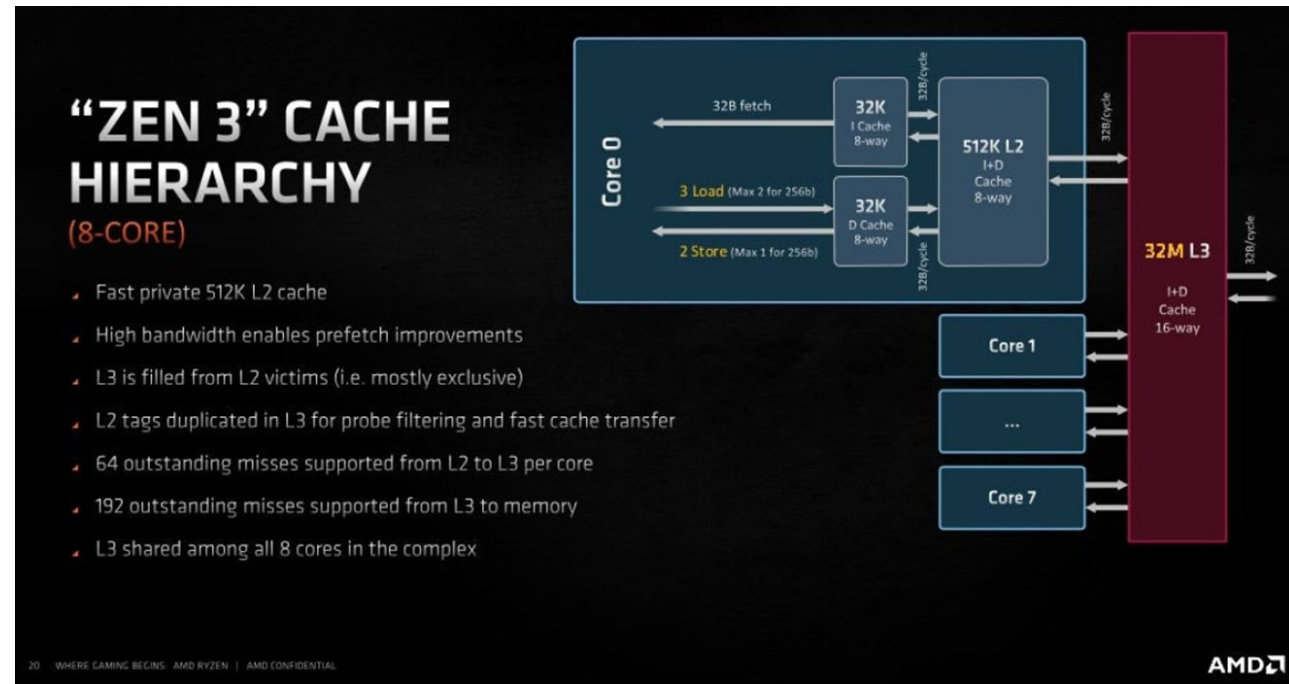
Claim 10	Identification
	<div data-bbox="583 264 1896 995"> <p>ZEN CACHE HIERARCHY</p> <ul style="list-style-type: none"> ▲ Fast private 512K L2 cache ▲ Fast shared L3 cache ▲ High bandwidth enables prefetch improvements ▲ L3 is filled from L2 victims ▲ Fast cache-to-cache transfers ▲ Large Queues for Handling L1 and L2 misses <p>13 HOT CHIPS 28 AUGUST 23, 2016</p> </div> <p>Source: https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html; see https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core; https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28.</p>

Claim 10	Identification
	<div><p>The diagram illustrates the AMD Zen CPU Complex architecture. It features four cores, labeled CORE 0, CORE 1, CORE 2, and CORE 3, arranged in a 2x2 grid. Each core is represented by a teal square. Between the cores are vertical purple bars representing L2 caches (L2M 512K) and horizontal orange bars representing L3 cache slices (L3M 1MB). The L3 cache is divided into four slices, each labeled L3 CTL. The AMD logo is in the top right corner. To the right of the diagram, under the heading 'CPU COMPLEX', are four bullet points: 'A CPU complex (CCX) is four cores connected to an L3 Cache.', 'The L3 Cache is 16-way associative, 8MB, mostly exclusive of L2.', 'The L3 Cache is made of 4 slices, by low-order address interleave.', and 'Every core can access every cache with same average latency.' At the bottom left of the diagram area, it says '14 HOT CHIPS 28 AUGUST 23, 2016'.</p><p>Source: https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html; see https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core; https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28.</p></div>

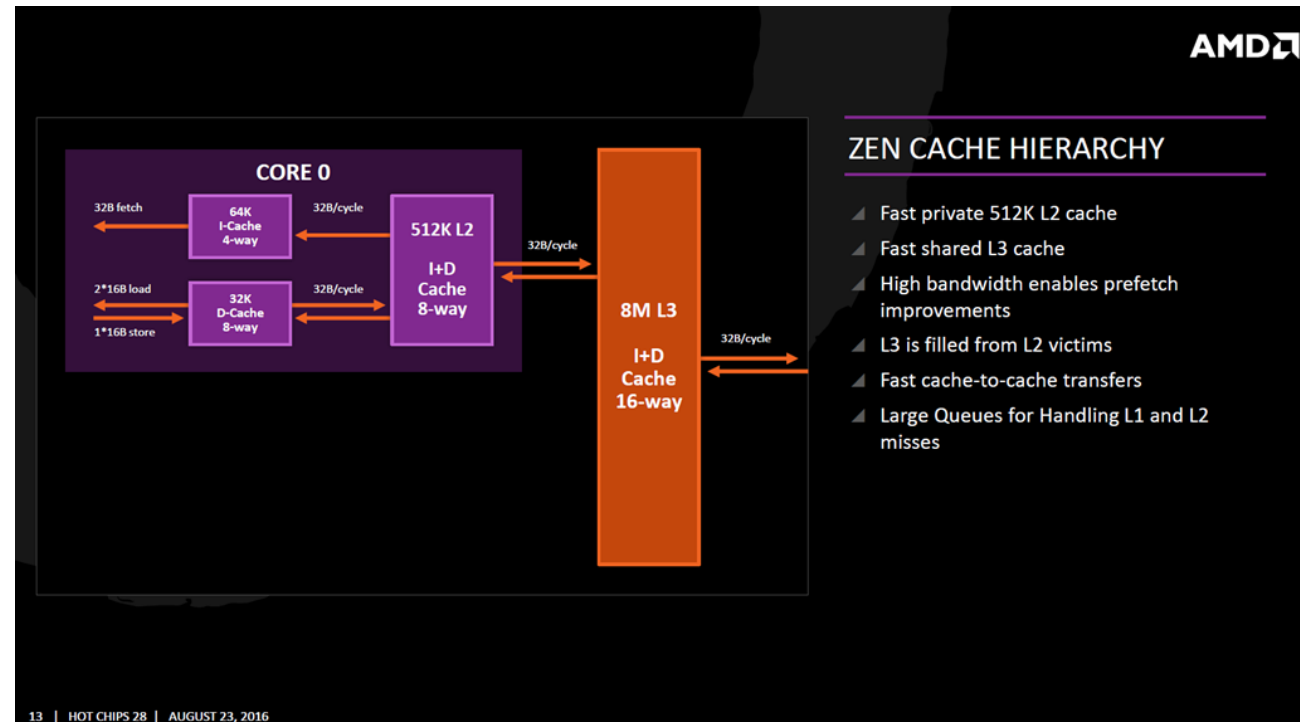
Claim 10	Identification
	<p data-bbox="642 285 1394 326">7.3 Memory Coherency and Protocol</p> <p data-bbox="642 358 1797 521">Implementations that support caching support a cache-coherency protocol for maintaining coherency between main memory and the caches. The cache-coherency protocol is also used to maintain coherency between all processors in a multiprocessor system. The cache-coherency protocol supported by the AMD64 architecture is the <i>MOESI</i> (modified, owned, exclusive, shared, invalid) protocol. The states of the MOESI protocol are:</p> <ul data-bbox="642 537 1808 1073" style="list-style-type: none"> <li data-bbox="642 537 1808 602">• <i>Invalid</i>—A cache line in the invalid state does not hold a valid copy of the data. Valid copies of the data can be either in main memory or another processor cache. <li data-bbox="642 618 1808 716">• <i>Exclusive</i>—A cache line in the exclusive state holds the most recent, correct copy of the data. The copy in main memory is also the most recent, correct copy of the data. No other processor holds a copy of the data. <li data-bbox="642 732 1808 829">• <i>Shared</i>—A cache line in the shared state holds the most recent, correct copy of the data. Other processors in the system may hold copies of the data in the shared state, as well. If no other processor holds it in the <i>owned</i> state, then the copy in main memory is also the most recent. <li data-bbox="642 846 1808 911">• <i>Modified</i>—A cache line in the modified state holds the most recent, correct copy of the data. The copy in main memory is stale (incorrect), and no other processor holds a copy. <li data-bbox="642 927 1808 1073">• <i>Owned</i>—A cache line in the owned state holds the most recent, correct copy of the data. The owned state is similar to the shared state in that other processors can hold a copy of the most recent, correct data. Unlike the shared state, however, the copy in main memory can be stale (incorrect). Only one processor can hold the data in the owned state—all other processors must hold the data in the shared state. <p data-bbox="590 1089 1877 1195">Source: AMD64 Architecture Programmer's Manual Volume 2: System Programming (Oct. 2019) at 169 (available at https://ia803102.us.archive.org/26/items/advancedmicrodevices_24593_3.32/24593.pdf).</p>
<p data-bbox="201 1239 558 1406">10[a]. a request module configured to receive requests from a plurality of buses in a computer system and to maintain proper</p>	<p data-bbox="590 1239 1881 1304">SAP provides a request module configured to receive requests from a plurality of buses in a computer system and to maintain proper ordering of the requests from each bus. For example, <i>see</i>:</p>

Claim 10

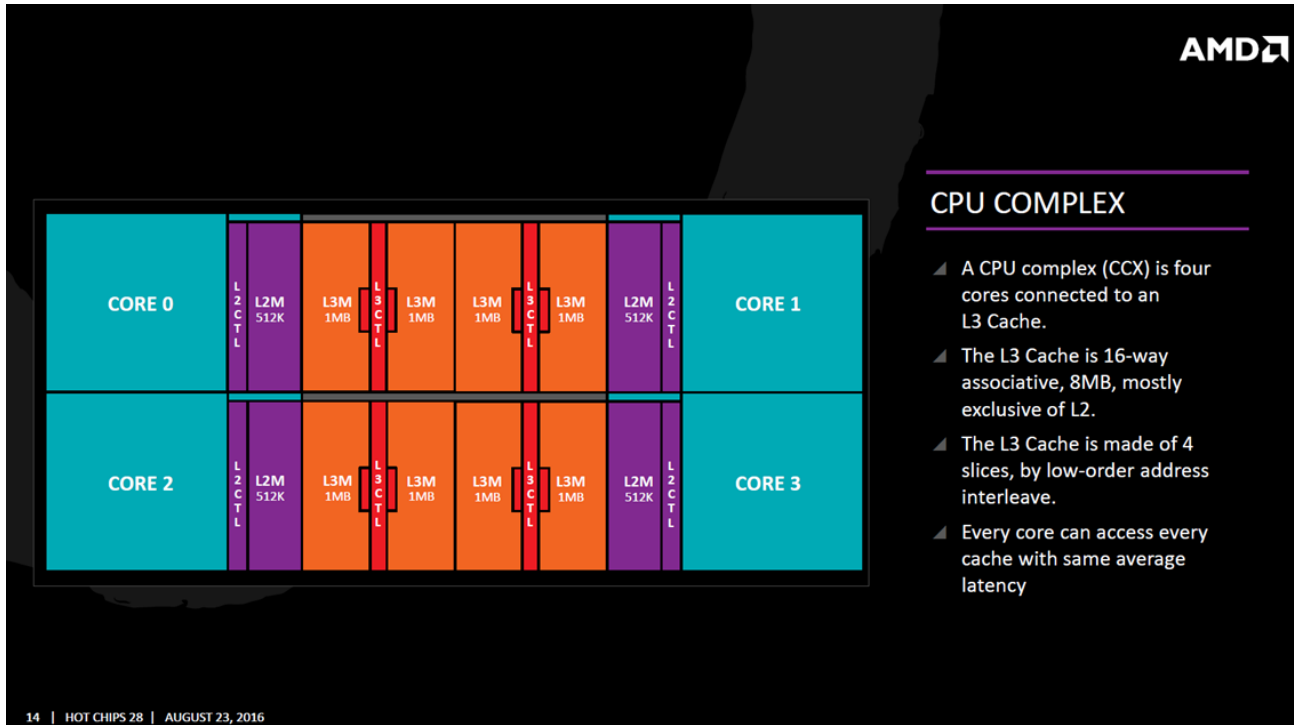
ordering of the requests
from each bus;

Identification

Source: https://web.archive.org/web/20220903163656/https://www.slideshare.net/slideshow/embed_code/key/6g7kfAYmt73ofd; see also <https://web.archive.org/web/20220903163610/https://www.amd.com/en/technologies/zen-core-3>.

Claim 10**Identification**

Source: <https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html>; see <https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core>; <https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28>.

Claim 10	Identification
	<div data-bbox="594 264 1881 984">  <p>The diagram illustrates the AMD Zen Core Architecture. It shows four cores (CORE 0, CORE 1, CORE 2, CORE 3) arranged in a 2x2 grid. Each core is connected to a shared L3 cache. The L3 cache is divided into four slices, each associated with a core. The L3 cache is 16-way associative, 8MB, and mostly exclusive of L2. The L3 cache is made of 4 slices, by low-order address interleave. Every core can access every cache with same average latency.</p> <p>AMD</p> <p>CPU COMPLEX</p> <ul style="list-style-type: none"> ▲ A CPU complex (CCX) is four cores connected to an L3 Cache. ▲ The L3 Cache is 16-way associative, 8MB, mostly exclusive of L2. ▲ The L3 Cache is made of 4 slices, by low-order address interleave. ▲ Every core can access every cache with same average latency <p>14 HOT CHIPS 28 AUGUST 23, 2016</p> </div> <p>Source: https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html; see https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core; https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28.</p>

Claim 10	Identification
	<div data-bbox="604 264 1875 943"> <h3>"ZEN 3" CACHE HIERARCHY (8-CORE)</h3> <ul style="list-style-type: none"> Fast private 512K L2 cache High bandwidth enables prefetch improvements L3 is filled from L2 victims (i.e. mostly exclusive) L2 tags duplicated in L3 for probe filtering and fast cache transfer 64 outstanding misses supported from L2 to L3 per core 192 outstanding misses supported from L3 to memory L3 shared among all 8 cores in the complex <p>30 WHERE GAMING BEGINS. AMD RYZEN AMD CONFIDENTIAL</p> </div> <p>Source: https://web.archive.org/web/20220903163656/https://www.slideshare.net/slideshow/embed_code/key/6g7kfAYmt73ofd; see also https://web.archive.org/web/20220903163610/https://www.amd.com/en/technologies/zen-core-3.</p>

Claim 10	Identification
	<div data-bbox="583 264 1896 995"> <p>ZEN CACHE HIERARCHY</p> <ul style="list-style-type: none"> ▲ Fast private 512K L2 cache ▲ Fast shared L3 cache ▲ High bandwidth enables prefetch improvements ▲ L3 is filled from L2 victims ▲ Fast cache-to-cache transfers ▲ Large Queues for Handling L1 and L2 misses <p>13 HOT CHIPS 28 AUGUST 23, 2016</p> </div> <p>Source: https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html; see https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core; https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28.</p>

Claim 10	Identification						
	<p>7.2 Multiprocessor Memory Access Ordering</p> <p>The term memory ordering refers to the sequence in which memory accesses are performed by the memory system, as observed by all processors or programs.</p> <p>To improve performance of applications, AMD64 processors can speculatively execute instructions out of program order and temporarily hold out-of-order results. However, certain rules are followed with regard to normal cacheable accesses on naturally aligned boundaries to WB memory.</p> <p>In the examples below, all memory values are initialized to zero.</p> <p>From the point of view of a program, in ascending order of priority:</p> <ul style="list-style-type: none"> • All loads, stores and I/O operations from a single processor appear to occur in program order to the code running on that processor and all instructions appear to execute in program order. • Successive stores from a single processor are committed to system memory and visible to other processors in program order. A store by a processor cannot be committed to memory before a read appearing earlier in the program has captured its targeted data from memory. In other words, stores from a processor cannot be reordered to occur prior to a load preceding it in program order. <p>In this context:</p> <ul style="list-style-type: none"> - Loads do not pass previous loads (loads are not reordered). Stores do not pass previous stores (stores are not reordered) <table border="0" data-bbox="840 876 1302 974"> <tr> <td style="text-align: center;">Processor 0</td><td style="text-align: center;">Processor 1</td></tr> <tr> <td style="text-align: center;">Store A ← 1</td><td style="text-align: center;">Load B</td></tr> <tr> <td style="text-align: center;">Store B ← 1</td><td style="text-align: center;">Load A</td></tr> </table> <p>Load A cannot read 0 when Load B reads 1. (This rule may be violated in the case of loads as part of a string operation, in which one iteration of the string reads 0 for Load A while another iteration reads 1 for Load B.)</p> <ul style="list-style-type: none"> - Stores do not pass loads 	Processor 0	Processor 1	Store A ← 1	Load B	Store B ← 1	Load A
Processor 0	Processor 1						
Store A ← 1	Load B						
Store B ← 1	Load A						

Claim 10	Identification																																
	<div data-bbox="835 289 1205 363"> <table> <tr> <td>Processor 0</td><td>Processor 1</td></tr> <tr> <td>Load A</td><td>Load B</td></tr> <tr> <td>Store B \leftarrow 1</td><td>Store A \leftarrow 1</td></tr> </table> </div> <p data-bbox="667 378 982 399">Load A and Load B cannot both read 1.</p> <ul data-bbox="604 407 1436 480" style="list-style-type: none"> Stores from a processor appear to be committed to the memory system in program order; however, stores can be delayed arbitrarily by store buffering while the processor continues operation. Therefore, stores from a processor may not appear to be sequentially consistent. <div data-bbox="835 495 1205 651"> <table> <tr> <td>Processor 0</td><td>Processor 1</td></tr> <tr> <td>Store A \leftarrow 1</td><td>Store B \leftarrow 1</td></tr> <tr> <td>...</td><td>...</td></tr> <tr> <td>Store A \leftarrow 2</td><td>Store B \leftarrow 2</td></tr> <tr> <td>...</td><td>...</td></tr> <tr> <td>Load B</td><td>Load A</td></tr> </table> </div> <p data-bbox="667 665 1436 712">Both Load A and Load B may read 1. Also, due to possible write combining one or both processors may not actually store a 1 at the designated location.</p> <ul data-bbox="604 732 968 753" style="list-style-type: none"> Non-overlapping Loads may pass stores. <div data-bbox="835 773 1205 847"> <table> <tr> <td>Processor 0</td><td>Processor 1</td></tr> <tr> <td>Store A \leftarrow 1</td><td>Store B \leftarrow 1</td></tr> <tr> <td>Load B</td><td>Load A</td></tr> </table> </div> <p data-bbox="667 862 1377 883">All combinations of values (00, 01, 10, and 11) may be observed by Processors 0 and 1.</p> <ul data-bbox="636 891 1436 964" style="list-style-type: none"> Where sequential consistency is needed (for example in Dekker's algorithm for mutual exclusion), an MFENCE instruction should be used between the store and the subsequent load, or a locked access, such as XCHG, should be used for the store. <div data-bbox="835 979 1205 1079"> <table> <tr> <td>Processor 0</td><td>Processor 1</td></tr> <tr> <td>Store A \leftarrow 1</td><td>Store B \leftarrow 1</td></tr> <tr> <td>MFENCE</td><td>MFENCE</td></tr> <tr> <td>Load B</td><td>Load A</td></tr> </table> </div> <p data-bbox="667 1094 982 1115">Load A and Load B cannot both read 0.</p> <p data-bbox="590 1159 1877 1265">Source: AMD64 Architecture Programmer's Manual Volume 2: System Programming (Oct. 2019) at 166-67 (available at https://ia803102.us.archive.org/26/items/advancedmicrodevices_24593_3.32/24593.pdf).</p>	Processor 0	Processor 1	Load A	Load B	Store B \leftarrow 1	Store A \leftarrow 1	Processor 0	Processor 1	Store A \leftarrow 1	Store B \leftarrow 1	Store A \leftarrow 2	Store B \leftarrow 2	Load B	Load A	Processor 0	Processor 1	Store A \leftarrow 1	Store B \leftarrow 1	Load B	Load A	Processor 0	Processor 1	Store A \leftarrow 1	Store B \leftarrow 1	MFENCE	MFENCE	Load B	Load A
Processor 0	Processor 1																																
Load A	Load B																																
Store B \leftarrow 1	Store A \leftarrow 1																																
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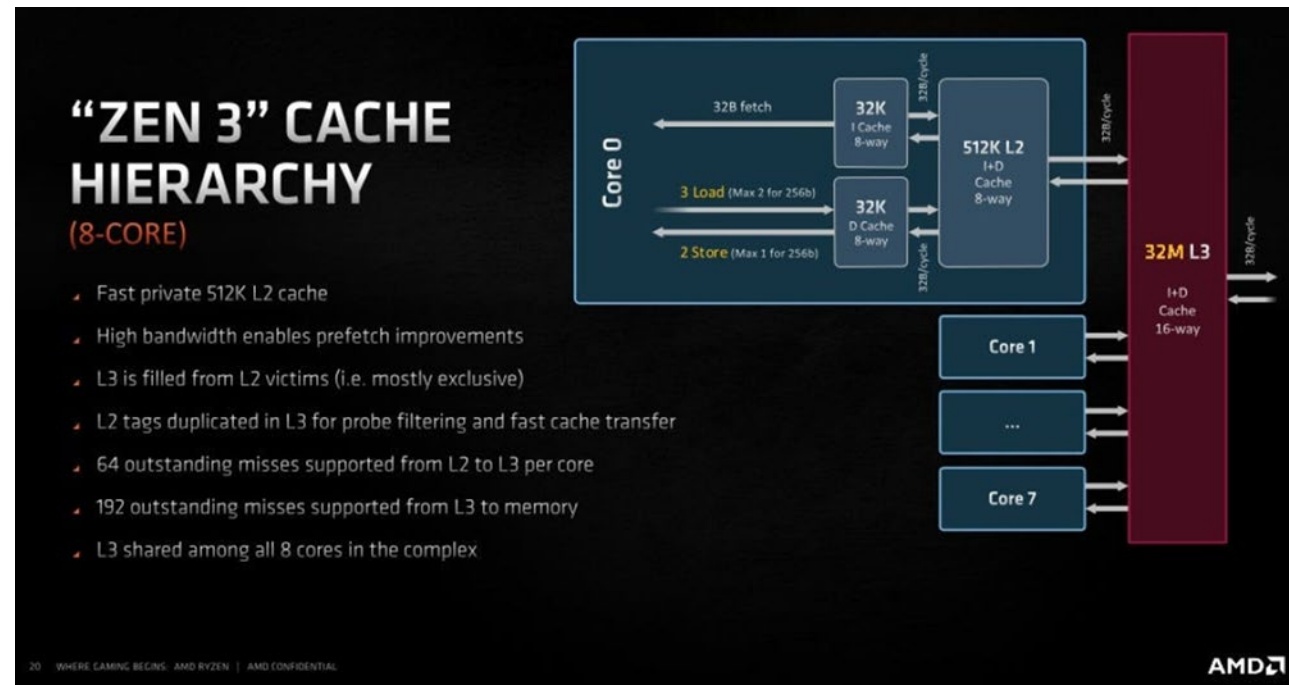
Claim 10	Identification																																																																																																													
	<p>Table 7-3. Memory Access Ordering Rules</p> <table><tr><th rowspan="2">First Memory Operation</th><th colspan="9">Second Memory Operation</th></tr><tr><th>Load (wp, wt, wb)</th><th>Load (uc)</th><th>Load (wc, wc+)</th><th>Store (wp, wt, wb)</th><th>Store (uc)</th><th>Store (wc, wc+, non-temporal)</th><th>Load/Store (io)</th><th>Lock (atomic)</th><th>Serialize instructions/ Interrupts/Exceptions</th></tr><tr><td>Load (wp, wt, wb)</td><td>a</td><td>f</td><td>b (lf)</td><td>c</td><td>c</td><td>c</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Load (uc)</td><td>a</td><td>f</td><td>b (lf)</td><td>c</td><td>c</td><td>c</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Load (wc, wc+)</td><td>a</td><td>f</td><td>b (lf)</td><td>c</td><td>c</td><td>c</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Store (wp, wt, wb)</td><td>e (mf)</td><td>f</td><td>e (mf)</td><td>g</td><td>g</td><td>h (sf)</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Store (uc)</td><td>i</td><td>f</td><td>i</td><td>g</td><td>g</td><td>h (sf)</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Store (wc, wc+, non-temporal)</td><td>e (mf)</td><td>f</td><td>e (mf)</td><td>j (sf)</td><td>g, m</td><td>h (sf)</td><td>d</td><td>d</td><td>d</td></tr><tr><td>Load/Store (io)</td><td>k</td><td>k</td><td>k</td><td>k</td><td>k</td><td>l</td><td>d, k</td><td>d, k</td><td>d, k</td></tr><tr><td>Lock (atomic)</td><td>k</td><td>k</td><td>k</td><td>k</td><td>k</td><td>k</td><td>d, k</td><td>d, k</td><td>d, k</td></tr><tr><td>Serialize instruction/ Interrupts/Exceptions</td><td>l</td><td>l</td><td>l</td><td>l</td><td>l</td><td>l</td><td>d, l</td><td>d, l</td><td>d, l</td></tr></table> <p>a — A load (wp, wt, wb) may not pass a previous load (wp, wt, wb, wc, wc+, uc).</p> <p>b — A load (wc, wc+) may pass a previous load (wp, wt, wb, wc, wc+). To ensure memory order, an LFENCE instruction must be inserted between the two loads.</p> <p>c — A store (wp, wt, wb, uc, wc, wc+, nt) may not pass a previous load (wp, wt, wb, uc, wc, wc+, nt).</p> <p>d — All previous loads and stores complete to memory or I/O space before a memory access for an I/O, locked or serializing instruction is issued.</p> <p>e — A load (wp, wt, wb, wc, wc+) may pass a previous non-conflicting store (wp, wt, wb, wc, wc+, nt). To ensure memory order, an MFENCE instruction must be inserted between the store and the load.</p> <p>f — A load or store (uc) does not pass a previous load or store (wp, wt, wb, uc, wc, wc+, nt).</p> <p>g — A store (wp, wt, wb, uc) does not pass a previous store (wp, wt, wb, uc).</p> <p>h — A store (wc, wc+, nt) may pass a previous store (wp, wt, wb) or non-conflicting store (wc, wc+, nt). To ensure memory order, an SFENCE instruction must be inserted between these two stores. A store (wc, wc+, nt) does not pass a previous conflicting store (wc, wc+, nt).</p> <p>i — A load (wp, wt, wb, wc, wc+) may pass a previous non-conflicting store (uc). To ensure memory order, an MFENCE instruction must be inserted between the store and the load.</p> <p>j — A store (wp, wt, wb) may pass a previous store (wc, wc+, nt). To ensure memory order, an SFENCE instruction must be inserted between these two stores.</p> <p>k — All loads and stores associated with the I/O and locked instructions complete to memory (no buffered stores) before a load or store from a subsequent instruction is issued.</p> <p>Source: AMD64 Architecture Programmer’s Manual Volume 2: System Programming (Oct. 2019) at 176 (available at https://ia803102.us.archive.org/26/items/advancedmicrodevices_24593_3.32/24593.pdf).</p>	First Memory Operation	Second Memory Operation									Load (wp, wt, wb)	Load (uc)	Load (wc, wc+)	Store (wp, wt, wb)	Store (uc)	Store (wc, wc+, non-temporal)	Load/Store (io)	Lock (atomic)	Serialize instructions/ Interrupts/Exceptions	Load (wp, wt, wb)	a	f	b (lf)	c	c	c	d	d	d	Load (uc)	a	f	b (lf)	c	c	c	d	d	d	Load (wc, wc+)	a	f	b (lf)	c	c	c	d	d	d	Store (wp, wt, wb)	e (mf)	f	e (mf)	g	g	h (sf)	d	d	d	Store (uc)	i	f	i	g	g	h (sf)	d	d	d	Store (wc, wc+, non-temporal)	e (mf)	f	e (mf)	j (sf)	g, m	h (sf)	d	d	d	Load/Store (io)	k	k	k	k	k	l	d, k	d, k	d, k	Lock (atomic)	k	k	k	k	k	k	d, k	d, k	d, k	Serialize instruction/ Interrupts/Exceptions	l	l	l	l	l	l	d, l	d, l	d, l
First Memory Operation	Second Memory Operation																																																																																																													
	Load (wp, wt, wb)	Load (uc)	Load (wc, wc+)	Store (wp, wt, wb)	Store (uc)	Store (wc, wc+, non-temporal)	Load/Store (io)	Lock (atomic)	Serialize instructions/ Interrupts/Exceptions																																																																																																					
Load (wp, wt, wb)	a	f	b (lf)	c	c	c	d	d	d																																																																																																					
Load (uc)	a	f	b (lf)	c	c	c	d	d	d																																																																																																					
Load (wc, wc+)	a	f	b (lf)	c	c	c	d	d	d																																																																																																					
Store (wp, wt, wb)	e (mf)	f	e (mf)	g	g	h (sf)	d	d	d																																																																																																					
Store (uc)	i	f	i	g	g	h (sf)	d	d	d																																																																																																					
Store (wc, wc+, non-temporal)	e (mf)	f	e (mf)	j (sf)	g, m	h (sf)	d	d	d																																																																																																					
Load/Store (io)	k	k	k	k	k	l	d, k	d, k	d, k																																																																																																					
Lock (atomic)	k	k	k	k	k	k	d, k	d, k	d, k																																																																																																					
Serialize instruction/ Interrupts/Exceptions	l	l	l	l	l	l	d, l	d, l	d, l																																																																																																					

Claim 10

10[b]. an active snoop queue (ASQ) module coupled to the request module and configured to maintain a list of requests from all of the buses currently being processed and to prevent multiple accesses to a single address in the cache memory simultaneously; and

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SAP provides an active snoop queue (ASQ) module coupled to the request module and configured to maintain a list of requests from all of the buses currently being processed and to prevent multiple accesses to a single address in the cache memory simultaneously. For example, *see*:

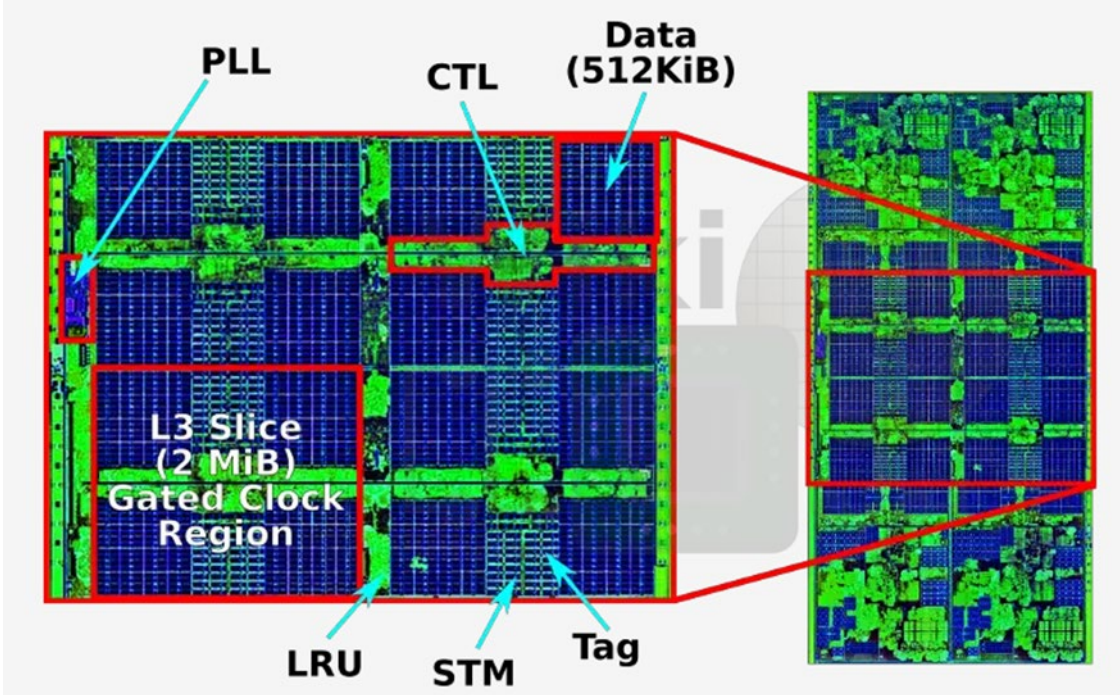


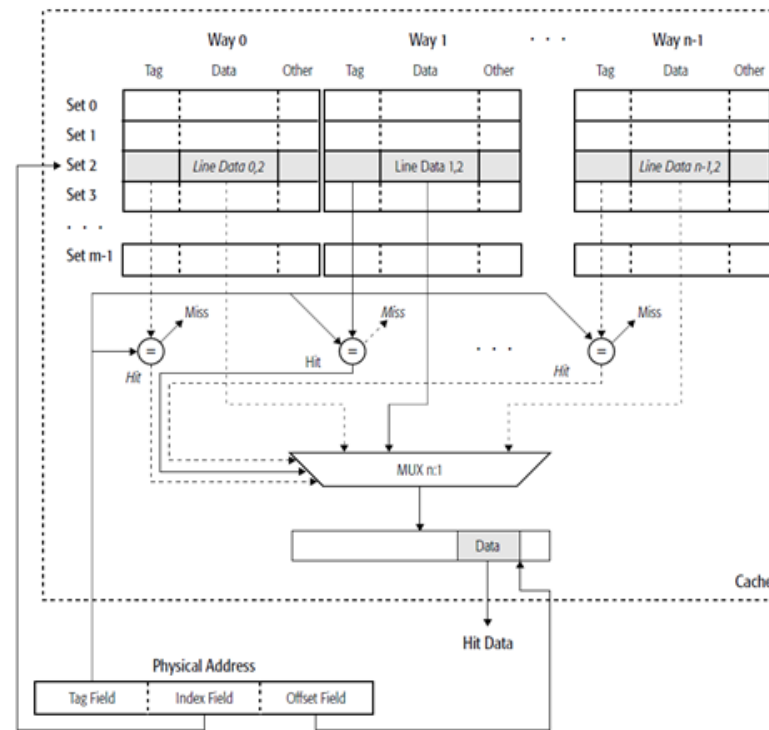
Source: https://web.archive.org/web/20220903163656/https://www.slideshare.net/slideshow/embed_code/key/6g7kfAYmt73ofd; *see also* <https://web.archive.org/web/20220903163610/https://www.amd.com/en/technologies/zen-core-3>.

Claim 10	Identification
	<div data-bbox="583 264 1896 995"> <p>ZEN CACHE HIERARCHY</p> <ul style="list-style-type: none"> ▲ Fast private 512K L2 cache ▲ Fast shared L3 cache ▲ High bandwidth enables prefetch improvements ▲ L3 is filled from L2 victims ▲ Fast cache-to-cache transfers ▲ Large Queues for Handling L1 and L2 misses <p>13 HOT CHIPS 28 AUGUST 23, 2016</p> </div> <p>Source: https://docplayer.net/34910004-A-new-x86-core-architecture-for-the-next-generation-of-computing.html; see https://web.archive.org/web/20190611023103/https://www.amd.com/en/technologies/zen-core; https://web.archive.org/web/20190430213825/https://www.slideshare.net/AMD/amd-and-the-new-zen-high-performance-x86-core-at-hot-chips-28.</p>

Claim 10	Identification
	<div data-bbox="653 266 1829 483"><p>L3 Cache</p><p>Consuming the largest portion of the complex at 16 mm², the level 3 cache is shared by all the cores. The L3 consists of four slices of 2 MiB per core, interleaved by the low order address.</p></div> <div data-bbox="653 521 1829 771"><p>The L3 is filled with L2 victims. There are also special shadow tags found in each slice which duplicate the L2 state/tag entries for indexes in that slice. On an L2 miss or an external CCX probe in the case of multiple CCX configurations, those shadow tags are checked in parallel to the L3 checks in order to alleviate actual L2 bandwidth. The CCX itself was designed such that the L3 acts as a crossbar for each of the four cores.</p></div> <p>Source: https://fuse.wikichip.org/news/1177/amds-zen-cpu-complex-cache-and-smu/2/</p>

Claim 10	Identification						
	<p data-bbox="705 285 1516 326">7.2 Multiprocessor Memory Access Ordering</p> <p data-bbox="705 350 1717 407">The term memory ordering refers to the sequence in which memory accesses are performed by the memory system, as observed by all processors or programs.</p> <p data-bbox="705 431 1730 521">To improve performance of applications, AMD64 processors can speculatively execute instructions out of program order and temporarily hold out-of-order results. However, certain rules are followed with regard to normal cacheable accesses on naturally aligned boundaries to WB memory.</p> <p data-bbox="705 545 1367 570">In the examples below, all memory values are initialized to zero.</p> <p data-bbox="705 594 1402 618">From the point of view of a program, in ascending order of priority:</p> <ul data-bbox="705 634 1759 821" style="list-style-type: none"> • All loads, stores and I/O operations from a single processor appear to occur in program order to the code running on that processor and all instructions appear to execute in program order. • Successive stores from a single processor are committed to system memory and visible to other processors in program order. A store by a processor cannot be committed to memory before a read appearing earlier in the program has captured its targeted data from memory. In other words, stores from a processor cannot be reordered to occur prior to a load preceding it in program order. <p data-bbox="743 837 905 862">In this context:</p> <ul data-bbox="743 878 1745 927" style="list-style-type: none"> - Loads do not pass previous loads (loads are not reordered). Stores do not pass previous stores (stores are not reordered) <table data-bbox="993 951 1465 1049"> <tr> <th>Processor 0</th><th>Processor 1</th></tr> <tr> <td>Store A ← 1</td><td>Load B</td></tr> <tr> <td>Store B ← 1</td><td>Load A</td></tr> </table> <p data-bbox="783 1065 1759 1154">Load A cannot read 0 when Load B reads 1. (This rule may be violated in the case of loads as part of a string operation, in which one iteration of the string reads 0 for Load A while another iteration reads 1 for Load B.)</p> <ul data-bbox="743 1170 1031 1195" style="list-style-type: none"> - Stores do not pass loads <p data-bbox="588 1252 1877 1357">Source: AMD64 Architecture Programmer's Manual Volume 2: System Programming (Oct. 2019) at 166 (available at https://ia803102.us.archive.org/26/items/advancedmicrodevices_24593_3.32/24593.pdf).</p>	Processor 0	Processor 1	Store A ← 1	Load B	Store B ← 1	Load A
Processor 0	Processor 1						
Store A ← 1	Load B						
Store B ← 1	Load A						

Claim 10	Identification
<p>10[c]. a static RAM interface module configured to access an address look-up table corresponding to data stored in the cache memory.</p>	<p>SAP provides a static RAM interface module configured to access an address look-up table corresponding to data stored in the cache memory. For example, <i>see</i>:</p>  <p>Source: https://fuse.wikichip.org/news/1177/amds-zen-cpu-complex-cache-and-smu/2/.</p>

Claim 10**Identification****Figure 7-3. Cache Organization Example**

As shown in Figure 7-3, the cache is organized as an array of cache lines. Each cache line consists of three parts: a cache-data line (a fixed-size copy of a memory block), a tag, and other information. Rows of cache lines in the cache array are *sets*, and columns of cache lines are *ways*. In an *n*-way set-associative cache, each set is a collection of *n* lines. For example, in a four-way set-associative cache, each set is a collection of four cache lines, one from each way.

Claim 10	Identification
	<p>The cache is accessed using the physical address of the data or instruction being referenced. To access data within a cache line, the physical address is used to select the set, way, and byte from the cache. This is accomplished by dividing the physical address into the following three fields:</p> <ul style="list-style-type: none"> • <i>Index</i>—The <i>index field</i> selects the cache set (row) to be examined for a hit. All cache lines within the set (one from each way) are selected by the index field. • <i>Tag</i>—The <i>tag field</i> is used to select a specific cache line from the cache set. The physical-address tag field is compared with each cache-line tag in the set. If a match is found, a cache hit is signalled, and the appropriate cache line is selected from the set. If a match is not found, a cache miss is signalled. • <i>Offset</i>—The <i>offset field</i> points to the first byte in the cache line corresponding to the memory reference. The referenced data or instruction value is read from (or written to, in the case of memory writes) the selected cache line starting at the location selected by the offset field. <p>In Figure 7-3 on page 180, the physical-address index field is shown selecting Set 2 from the cache. The tag entry for each cache line in the set is compared with the physical-address tag field. The tag entry for Way 1 matches the physical-address tag field, so the cache-line data for Set 2, Way 1 is selected using the n:1 multiplexor. Finally, the physical-address offset field is used to point to the first byte of the referenced data (or instruction) in the selected cache line.</p> <p>Source: AMD64 Architecture Programmer's Manual Volume 2: System Programming (Oct. 2019) at 180-81 (available at https://ia803102.us.archive.org/26/items/advancedmicrodevices_24593_3.32/24593.pdf).</p>